Subject: Add/Remove flags disfunction [BUG?]
Posted by dolik.rce on Thu, 24 May 2012 20:05:17 GMT
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Hi,

I hit a weird behavior of the "Add/Remove flags" feature of the Package organizer. It seems totally broken to me

I vaguely remember it used to work well, but now I wasn't able to add any flag no matter how many ways I tried. I even tried to look in the code of theide, tracked down all functions that manipulate with the flag variable after reading it from upp file, but I couldn't spot any place where it would be applied. Am I missing something really badly, or did this just quietly disappear from theide?

Simplistic testcase: Let's have a file #test.cpp
```
#ifndef flagGUI
 #error "GUI is undefined"
#endif
#ifndef flagPOSIX
 #error "POSIX is undefined"
#endif
#ifndef flagTEST_GUI
 #error "TEST_GUI is undefined"
#endif
#ifndef flagTEST_POSIX
 #error "TEST_POSIX is undefined"
#endif
int main(){}
```
in a package defined by flags(GUI) TEST_GUI;

flags(POSIX) TEST_POSIX;

file
 test.cpp;

mainconfig
 "" = "GUI";I would expect it to pass the compilation, but what I get is Quote:----- flagtest (GUI MAIN GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX)
cd /home/h/MyApps/flagtest
test.cpp
c++ -c -I"/home/h/MyApps" -I"/home/h/upp.sandbox" -I"/home/h/upp-production/uppsrc" -I"/usr/include/freetype2" -I"
 /usr/include/gtk-2.0" -I"/usr/include/glib-2.0" -I"/usr/lib/glib-2.0/include" -I"/usr/lib/gtk-2.0/include" -I"/
 usr/include/cairo" -I"/usr/include/pango-1.0" -I"/usr/include/atk-1.0" -I"/usr/X11R6/include" -I"/usr/X11R6/inc
 lude/freetype2" -I"/usr/X11R6/include/gtk-2.0" -I"/usr/X11R6/include/glib-2.0"

-I"/usr/X11R6/lib/glib-2.0/inclu
de" -I"/usr/X11R6/lib/gtk-2.0/include" -I"/usr/X11R6/include/cairo"
-I"/usr/X11R6/include/pango-1.0" -I"/usr/X1
1R6/include/atk-1.0" -I"/usr/include/c++/4.6.1" -I"/usr/include/c++/4.6.1/i686-pc-linux-gnu"
-I"/usr/include/we
bkit-1.0" -I"/usr/include/libsoup-2.4" -I"/usr/include/libxml2" -I"/usr/include/gdk-pixbuf-2.0"
-I"/usr/include
/webkit-1.0" -I"/usr/include/opencv" -DflagGUI -DflagMAIN -DflagGCC -DflagDEBUG
-DflagSHARED -DflagDEBUG_FULL -
DflagBLITZ -DflagLINUX -DflagPOSIX -DbmYEAR=2012 -DbmMONTH=5 -DbmDAY=24
-DbmHOUR=21 -DbmMINUTE=59 -DbmSECOND=45
-ggdb -g2 -fexceptions -D_DEBUG -O0 -fno-PIC -x c++ "/home/h/MyApps/flagtest/test.cpp" -o
"/home/h/.upp/_ou
t/MyApps/flagtest/GCC.Debug.Debug_Full.Gui.Main.Shared/test. o "
compiled in (0:00.08)
/home/h/MyApps/flagtest/test.cpp:8:3: error: #error "TEST_GUI is undefined"
/home/h/MyApps/flagtest/test.cpp:11:3: error: #error "TEST_POSIX is undefined"
I see the same problem on both Linux with gcc and windows with MSC. For windows of course use WIN32 instead of POSIX

Best regards,
Honza

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by mirek on Mon, 28 May 2012 16:36:19 GMT
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RM patch applied...

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Wed, 19 Mar 2014 19:24:20 GMT
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Still doesn't seem to work.....
or again (6813)

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by omari on Wed, 19 Mar 2014 23:46:57 GMT
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Hi,

there is a set of flags added in "ide/Core/Host.cpp"
this flags is defined at theide compile time, regardless of the current configuration.

```
void LocalHost::AddFlags(Index<String>& cfg)
{
#if   defined(PLATFORM_WIN32)
 cfg.Add("WIN32");
#endif

#ifdef PLATFORM_LINUX
 cfg.Add("LINUX");
#endif

#ifdef PLATFORM_POSIX
 cfg.Add("POSIX");
#endif

...
```

if theide is compiled under Linux, then the flags LINUX and POSIX are always defined, even with a build method that define WIN32 only (for example).

this methode is called in "ide/Builders/Build.cpp",

```
Index<String> MakeBuild::PackageConfig(const Workspace& wspc, int package,
                           const VectorMap<String, String>& bm, String mainparam,
                           Host& host, Builder& b, String *target)
{

...
 host.AddFlags(cfg);
 b.AddFlags(cfg);
...
```

Hope it helps!

best regards

omari.

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Thu, 20 Mar 2014 08:52:54 GMT

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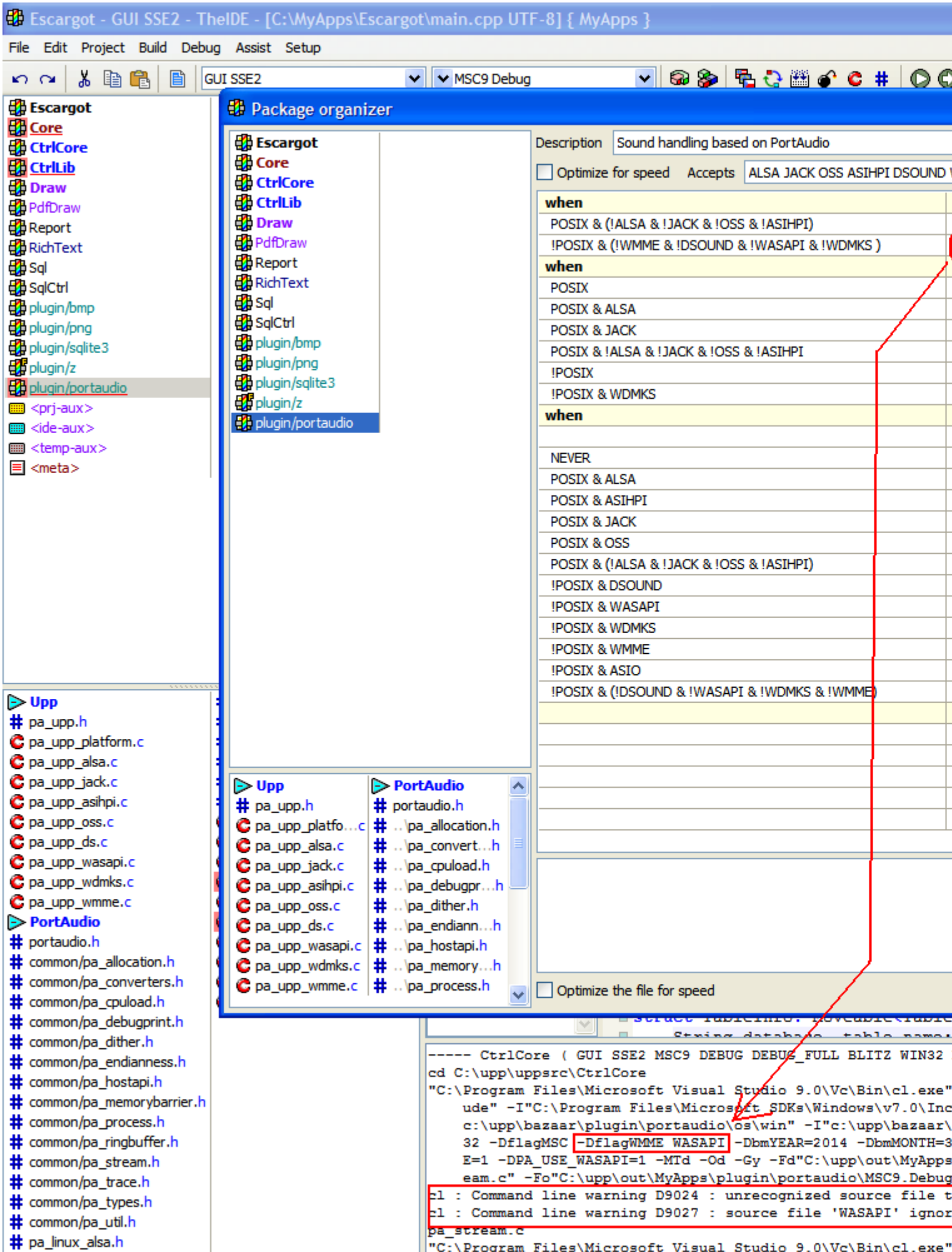
That is expected behaviour, but today I see (again?) what Honza described in this thread in may 2012 and what was reported to be fixed.

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Thu, 20 Mar 2014 17:00:31 GMT
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Ok, I narrowed it down a bit.
There seems to be a problem when more than 1 flag is added in the same line. I added the portaudio package to a random project and hit compile without adding any extra flags to the main configuration.
On windows with msc9 this gives a warning "unrecognized sourfile type WASAPI" because the second flag WASAPI is passed directly to the compiler. On linux it generates an error, not a warning.

See attached picture.

File Attachments
1) portaudio.PNG, downloaded 763 times


Escargot - GUI SSE2 - TheIDE - [C:\MyApps\Escargot\main.cpp UTF-8] { MyApps }
File Edit Project Build Debug Assist Setup
GUI SSE2
MSC9 Debug
Escargot
Core
CtrlCore
CtrlLib
Draw
PdfDraw
Report
RichText
Sql
SqlCtrl
plugin/bmp
plugin/png
plugin/sqlite3
plugin/z
plugin/portaudio
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
Package organizer
Escargot
Core
CtrlCore
CtrlLib
Draw
PdfDraw
Report
RichText
Sql
SqlCtrl
plugin/bmp
plugin/png
plugin/sqlite3
plugin/z
plugin/portaudio
Description
Sound handling based on PortAudio
Optimize for speed
Accepts
ALSA JACK OSS ASIHPI DSOUND
when
POSIX & (!ALSA & !JACK & !OSS & !ASIHPI)
!POSIX & (!WMME & !DSOUND & !WASAPI & !WDMKS)
when
POSIX
POSIX & ALSA
POSIX & JACK
POSIX & !ALSA & !JACK & !OSS & !ASIHPI
!POSIX
!POSIX & WDMKS
when
NEVER
POSIX & ALSA
POSIX & ASIHPI
POSIX & JACK
POSIX & OSS
POSIX & (!ALSA & !JACK & !OSS & !ASIHPI)
!POSIX & DSOUND
!POSIX & WASAPI
!POSIX & WDMKS
!POSIX & WMME
!POSIX & ASIO
!POSIX & (!DSOUND & !WASAPI & !WDMKS & !WMME)
Optimize the file for speed
Upp
pa_upp.h
pa_upp_platfo...c
pa_upp_alsa.c
pa_upp_jack.c
pa_upp_asihpi.c
pa_upp_oss.c
pa_upp_ds.c
pa_upp_wasapi.c
pa_upp_wdmks.c
pa_upp_wmme.c
PortAudio
portaudio.h
..\pa_allocation.h
..\pa_convert...h
..\pa_cpuload.h
..\pa_debugpr...h
..\pa_dither.h
..\pa_endiann...h
..\pa_hostapi.h
..\pa_memory...h
..\pa_process.h
Upp
pa_upp.h
pa_upp_platform.c
pa_upp_alsa.c
pa_upp_jack.c
pa_upp_asihpi.c
pa_upp_oss.c
pa_upp_ds.c
pa_upp_wasapi.c
pa_upp_wdmks.c
pa_upp_wmme.c
PortAudio
portaudio.h
common/pa_allocation.h
common/pa_converters.h
common/pa_cpuload.h
common/pa_debugprint.h
common/pa_dither.h
common/pa_endianness.h
common/pa_hostapi.h
common/pa_memorybarrier.h
common/pa_process.h
common/pa_ringbuffer.h
common/pa_stream.h
common/pa_trace.h
common/pa_types.h
common/pa_util.h
pa_linux_alsa.h
----- CtrlCore (GUI SSE2 MSC9 DEBUG DEBUG_FULL BLITZ WIN32
cd C:\upp\uppsrc\CtrlCore
"C:\Program Files\Microsoft Visual Studio 9.0\Vc\Bin\cl.exe"
ude" -I"C:\Program Files\Microsoft SDKs\Windows\v7.0\Inc
c:\upp\bazaar\plugin\portaudio\os\win" -I"c:\upp\bazaar\
32 -DflagMSC -DflagWMME WASAPI -DbmYEAR=2014 -DbmMONTH=3
E=1 -DPA_USE_WASAPI=1 -MTd -Od -Gy -Fd"C:\upp\out\MyApps
eam.c" -Fo"C:\upp\out\MyApps\plugin\portaudio\MSC9.Debug
cl : Command line warning D9024 : unrecognized source file t
cl : Command line warning D9027 : source file 'WASAPI' ignor
pa_stream.c
"C:\Program Files\Microsoft Visual Studio 9.0\Vc\Bin\cl.exe"

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Thu, 20 Mar 2014 17:19:57 GMT
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Also putting a dot before a flag in the main package doesn't work properly.

it results in " -Dflag.WMME" for example

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by dolik.rce on Thu, 20 Mar 2014 18:13:57 GMT
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Alboni wrote on Thu, 20 March 2014 18:00Ok, I narrowed it down a bit.
There seems to be a problem when more than 1 flag is added in the same line. I added the portaudio package to a random project and hit compile without adding any extra flags to the main configuration.
Hi Alboni,

It seems that this particular thing was never supported by TheIDE I must have overlook it, when I was writing the portaudio plugin... But it is I think it is a good feature to have, so I'll try to create a patch.

I haven't yet looked at the other issue with dotted flags, but I'm sure that it used to work. So I'll try to fix that as well, if it is broken.

Best regards,
Honza

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by dolik.rce on Thu, 20 Mar 2014 18:27:52 GMT
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Ok,I'm blind...

Multiple flags (and other options) are supported, but there must be a comma, not space. I will fix it in portaudio, and perhaps other packages where I might have made this mistake...

Honza

PS: Actually, there is a small bug, it doesn't work with comma either, because theide quotes the string... But I guess it doesn't really matter, as it is splitted into two lines when the .upp file is saved after being edited. So it is probably easier and more consistent to write it on separate lines right away..

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by dolik.rce on Thu, 20 Mar 2014 19:16:56 GMT
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The flags in portaudio are fixed now.

I can't reproduce the problem with dotted flags (using latest nightly version of theide). Alboni, can you please describe your actions in greater detail or post example package?

Honza

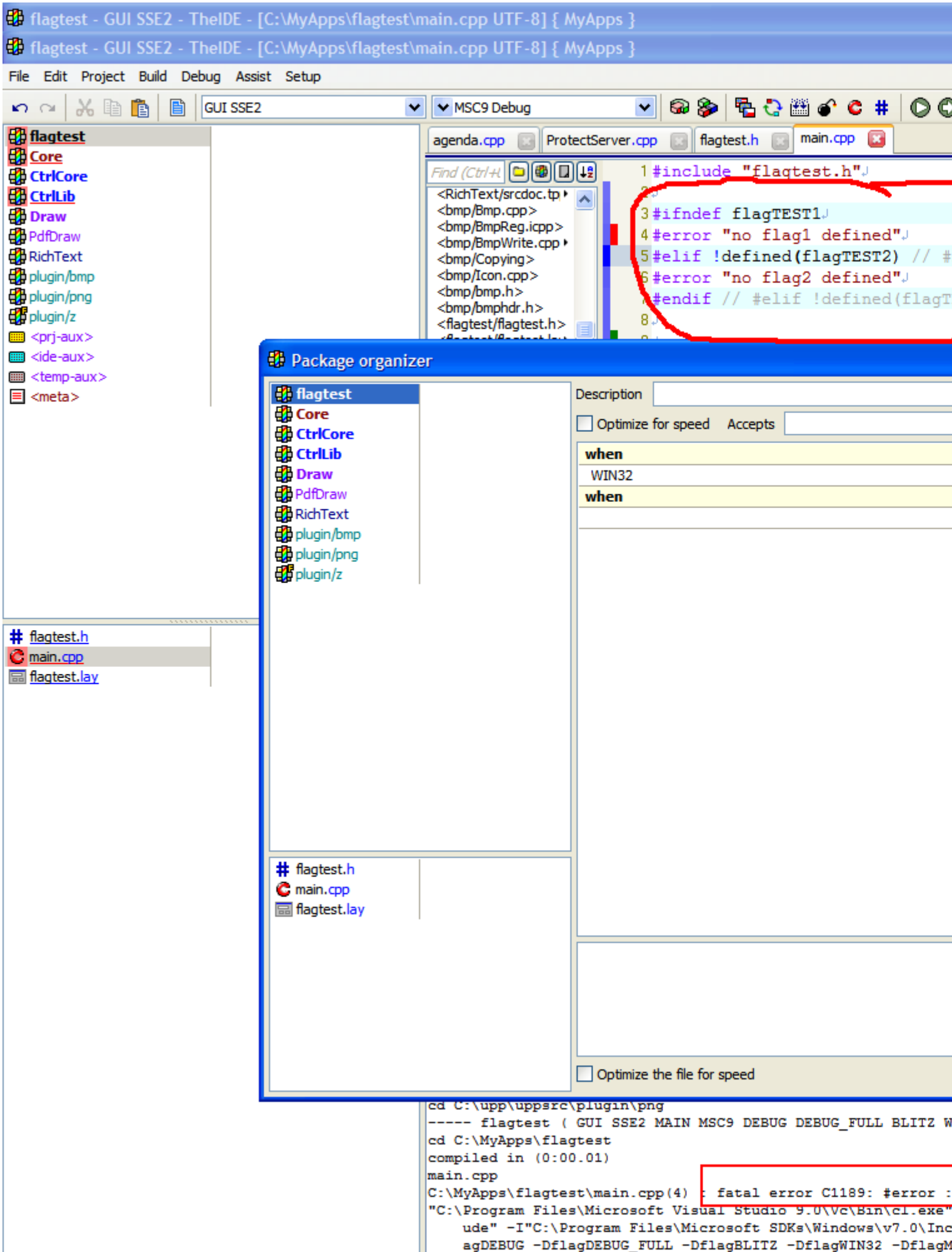
Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Thu, 20 Mar 2014 19:32:28 GMT
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Ok. I'll update to the newest first. No sense in debugging older version.

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Thu, 20 Mar 2014 20:26:15 GMT
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ok, here a test with a dot

File Attachments
1) flagtest1.PNG, downloaded 772 times


flagtest - GUI SSE2 - TheIDE - [C:\MyApps\flagtest\main.cpp UTF-8] { MyApps }
File Edit Project Build Debug Assist Setup
GUI SSE2
MSC9 Debug
flagtest
Core
CtrlCore
CtrlLib
Draw
PdfDraw
RichText
plugin/bmp
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
flagtest.h
main.cpp
flagtest.lay
agenda.cpp
ProtectServer.cpp
flagtest.h
main.cpp
Find (Ctrl+H)
<RichText/srcdoc.tp
<bmp/Bmp.cpp>
<bmp/BmpReg.icpp>
<bmp/BmpWrite.cpp
<bmp/Copying>
<bmp/Icon.cpp>
<bmp/bmp.h>
<bmp/bmphdr.h>
<flagtest/flagtest.h>
1 #include "flagtest.h"
3 #ifndef flagTEST1
4 #error "no flag1 defined"
5 #elif !defined(flagTEST2) // #
6 #error "no flag2 defined"
#endif // #elif !defined(flagT
Package organizer
flagtest
Core
CtrlCore
CtrlLib
Draw
PdfDraw
RichText
plugin/bmp
plugin/png
plugin/z
Description
Optimize for speed
Accepts
when
WIN32
when
flagtest.h
main.cpp
flagtest.lay
Optimize the file for speed
cd C:\upp\uppsrc\plugin\png
----- flagtest (GUI SSE2 MAIN MSC9 DEBUG DEBUG_FULL BLITZ W
cd C:\MyApps\flagtest
compiled in (0:00.01)
main.cpp
C:\MyApps\flagtest\main.cpp(4) : fatal error C1189: #error :
"C:\Program Files\Microsoft Visual Studio 9.0\Vc\Bin\cl.exe"
ude" -I"C:\Program Files\Microsoft SDKs\Windows\v7.0\Inc
agDEBUG -DflagDEBUG_FULL -DflagBLITZ -DflagWIN32 -DflagM

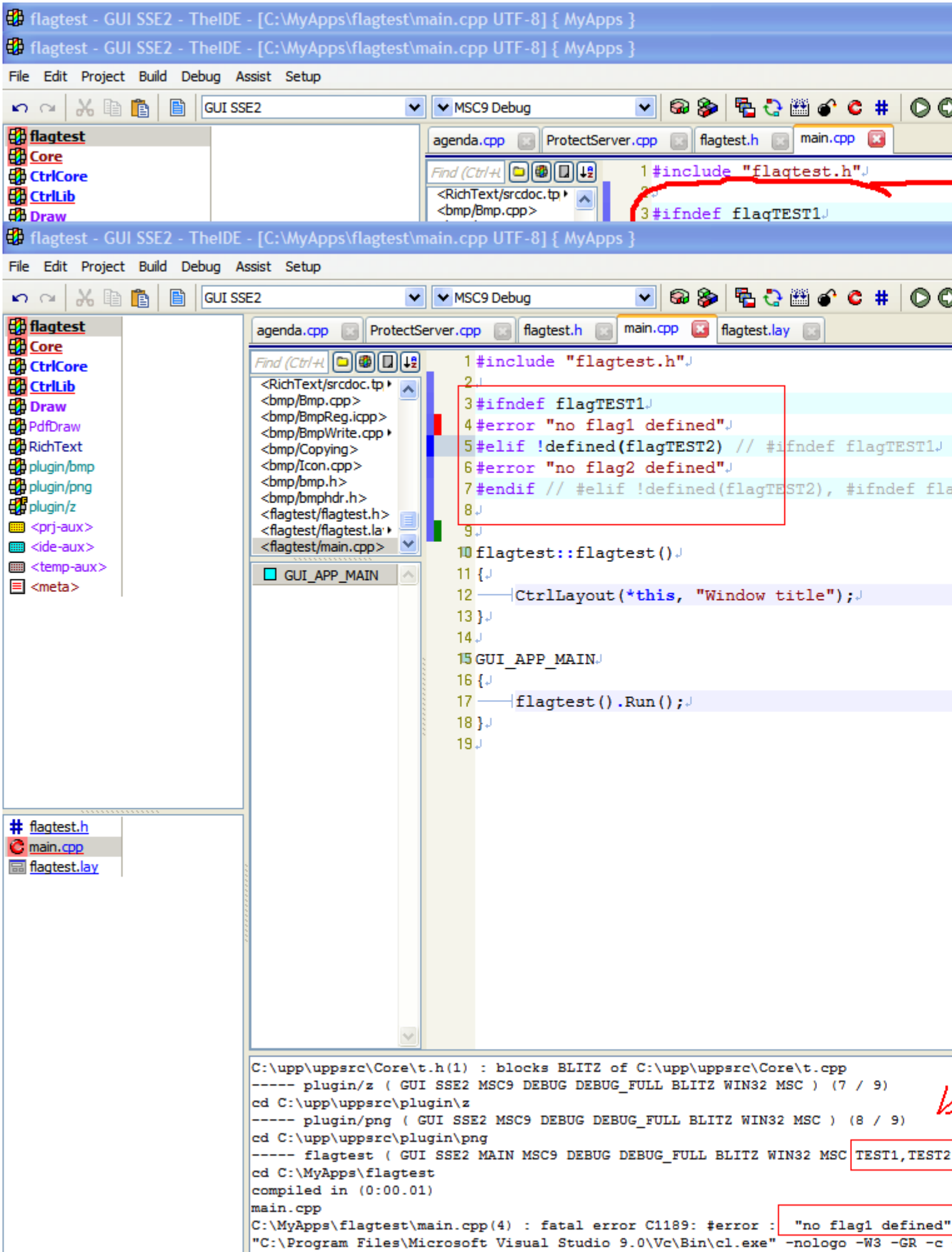
Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Thu, 20 Mar 2014 20:33:15 GMT
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And here with 2 flags seperated by a comma

(TheIde 7063)

File Attachments

1) flagtest2.PNG, downloaded 769 times


flagtest - GUI SSE2 - TheIDE - [C:\MyApps\flagtest\main.cpp UTF-8] { MyApps }
File Edit Project Build Debug Assist Setup
GUI SSE2
MSC9 Debug
flagtest
Core
CtrlCore
CtrlLib
Draw
PdfDraw
RichText
plugin/bmp
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
agenda.cpp
ProtectServer.cpp
flagtest.h
main.cpp
flagtest.lay
<RichText/srcdoc.tp
<bmp/Bmp.cpp>
<bmp/BmpReg.icpp>
<bmp/BmpWrite.cpp
<bmp/Copying>
<bmp/Icon.cpp>
<bmp/bmp.h>
<bmp/bmphdr.h>
<flagtest/flagtest.h>
<flagtest/flagtest.la
<flagtest/main.cpp>
GUI_APP_MAIN
1 #include "flagtest.h"
2
3 #ifndef flagTEST1
4 #error "no flag1 defined"
5 #elif !defined(flagTEST2) // #ifndef flagTEST1
6 #error "no flag2 defined"
7 #endif // #elif !defined(flagTEST2), #ifndef fla
8
9
10 flagtest::flagtest()
11 {
12 CtrlLayout(*this, "Window title");
13 }
14
15 GUI_APP_MAIN
16 {
17 flagtest().Run();
18 }
19
flagtest.h
main.cpp
flagtest.lay
C:\upp\uppsrc\Core\t.h(1) : blocks BLITZ of C:\upp\uppsrc\Core\t.cpp
----- plugin/z (GUI SSE2 MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (7 / 9)
cd C:\upp\uppsrc\plugin\z
----- plugin/png (GUI SSE2 MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (8 / 9)
cd C:\upp\uppsrc\plugin\png
----- flagtest (GUI SSE2 MAIN MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC TEST1,TEST2
cd C:\MyApps\flagtest
compiled in (0:00.01)
main.cpp
C:\MyApps\flagtest\main.cpp(4) : fatal error C1189: #error : "no flag1 defined"
"C:\Program Files\Microsoft Visual Studio 9.0\Vc\Bin\cl.exe" -nologo -W3 -GR -c

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by Alboni on Thu, 20 Mar 2014 20:36:47 GMT
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example package here

File Attachments
1) flagtest.zip, downloaded 497 times

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by dolik.rce on Thu, 20 Mar 2014 20:56:08 GMT
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Alboni wrote on Thu, 20 March 2014 21:26ok, here a test with a dot
Ok, I see it now I mistakenly thought that you were adding it in to the 'mainconf', but you try to make it work in Add/Remove flags... That is not supported at the moment, but thinking about it, it would be good. It doesn't look trivial to implement, though, so it'll probably take me some time.

Regarding the issue with two flags separated by comma: TheIDE eagerly quotes the string, saving it as flags(WHEN) "FLAG1,FLAG2" If you manually edit it to remove the quotes, like:flags(WHEN) FLAG1,FLAG2 then the code actually works Unfortunately, the code that writes and reads this is used across multiple other options (link flags, uses, targets etc.) where the quoting is necessary. Another issue with this is that the code that saves the additional flags breaks it apart and saves it into two separate lines as soon as you do any changes in the .upp file. So it is probably easier to just add multiple lines... But I'll try to think of some simple way to make it work anyways, perhaps it'll be possible without duplicating too much code.

Honza

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by piotr5 on Mon, 14 Apr 2014 08:37:42 GMT
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imho the ide interface should parse the user-input and actually split comma-seperated flags into multiple entries, automatically.

Subject: Re: Add/Remove flags disfunction [BUG?]
Posted by mirek on Sat, 27 Sep 2014 16:11:47 GMT
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ide now does not allow ',' in the Add/Remove flags, you can separate flags by space (which is now supported). You can now also use prefix '-' to remove the flag (for some reason, Remove flags never worked before...)